Explanation of some web terms and website codes: web page, website and web app

A web page is a digital page created with, for example, HTML, CSS and JavaScript encodings that you can open with a web browser like Edge, Firefox of Google Chrome.

A website is a web page or a collection of web pages and has a unique internet address that you can use with a web browser.

A web app is a digital program with a specific function that you can with a web browser. An example of a web app is the web version of the Google search engine.

HTML coding explained

With HTML encodings you give a web page structure. HTML stands for HyperText Markup Language. <!doctype html> You can use this coding at the beginning of a web page. The encoding indicates that the page is suitable for the HTML5 protocol, i.e. the way the coding is processed.

<html>

•••

••••

</html>

Opening and closing encoding for a web page. This encoding view: <... >, is referred to as HTML tag.

<head>

<meta name="viewport" content="width=device-width, initialscale=1.0">

</head>

Opening and closing encoding for the main section of a web page. With meta tag "viewport" for a good display on smartphones, Tablets and computers screens.

<title>... </title>

Opening and closing encoding for the window title of a web page.

<body>

•••

•••

</body>

Opening and closing coding for the content of a web page.

To webpage

Coding for linking to a web page.

Encoding for displaying an image. Alt allows you to display a description of the image. Height and width indicate the size of the image in pixels as a unit of measurement.

<h1>... </h1>

Opening and closing encoding for header.

...

Opening and closing encoding for paragraph text.

Encoding for displaying text or an image, for example on the next line.

<div>... </div>

Opening and closing coding to group elements, such as class and id.

<section> ... </section>

Opening and closing coding to separate areas, such as chapters and paragraphs.

<!--->

Coding to add comments, making the whole of the coding becomes clearer and more accessible.

Explanation of CSS coding With CSS encodings you can design a web page, so text a color aligning images, formatting pages, etc. CSS stands for Cascading Style Sheet.

<style>

•••

</style>

Opening and closing coding for style coding.

Style properties can be set per line, per paragraph, per web page and per Indicate website

id

With id you can assign style properties to a unique HTML element. class

Class allows you to assign style properties to multiple HTML element.

Color Coding

Color codes can also be indicated with hexadecimal codes (#000000); These are encodings that are used in computer programs.

Examples of hexadecimal color codes include:

- 1) #ff0000 red (rood)
- 2) #ffffff white (wit)
- 3) #0000ff blue
- 4) #000000 black (black)
- 5) #c0c0c0 silver (zilver)
- 6) #808080 gray (gray)
- 7) #800080 Purple
- 8) #008000 green (green)
- 9) #ffff00 yellow (geel)
- 10) #a52a52 brown (bruin)
- 11) #00ffff cyan (teal)
- 12) #ffd700 gold (goud)

An extensive color table can be found at the internet address below: <u>https://nl.wikipedia.org/wiki/Lijst_van_HTML-kleuren</u>

Explanation JavaScript coding

You can use JavaScript to make a web page interactive. You can For example, change the color of a link by hovering over over the link or you can show active notifications, etc. This involves classifying a web page (Document) as an Object Model approached, DOM.

<script>

•••

•••

</script>

Opening and closing coding for object definitions, functions, and Events.

Events

Events are actions that can be used by JavaScript

react. Examples of actions are:

load, click en mouseout.

Event handlers

Event handlers handle events.

For example:

<u>Onload</u>

The event handler onload is triggered during the loading of a web page, for example, when you epon a web page.

web page, for example, when you open a web page.

<u>Onclick</u>

The event handler onclick is activated when you click on a link or click on an image.

<u>onmouseout</u>

The event handler onmouseout is activated when you do for example Hover over a link or button.

Functions

Functions are a series of commands that are performed in sequence can be carried out. The time to carry out

You can specify functions yourself, you can call up the functions on specific places in a program.

The display of a function can look like this:

function name function(){

Assignment 1;

Assignment 2;

Assignment 3;

}

You can then call up the function with, for example: window.onload = name function();

Var

Var is used to temporarily store variable data.

The stored data can then be stored elsewhere in the program to used.

Methods

Methods are actions that objects can perform. Examples of objects are: a document, an image, texts and a link. Examples of actions are: document.write() This method can be used to create texts on a web page, for example. Written.

window.alert()

This method can be used to activate message boxes.

window.prompt()

This method allows data to be viewed through form panes. Entered.

getElementById()

The getElementById method allows you to assign a unique name to an object, after which you can call the object with: id.

```
//...
or
/*
...
...
...
*/
```

Coding to add comments, making the whole of the coding becomes clearer and more accessible.